

REMARKS

The § 112, ¶ 2 Rejection

Claims 13-18 and 34 presently stand rejected under 35 U.S.C. § 112, ¶ 2 as allegedly indefinite. With respect to claims 13-18, the Office Action states that the term "off-line" is not used in accordance with its ordinary meaning, in that it is instead used in connection with an error message displayed when a record is not available, not necessarily when two or more devices were unable to establish a communication link. Without acquiescence in the grounds of this rejection, both instances of the term "off-line" have been deleted from claim 13, and it is respectfully submitted that this rejection is overcome thereby.

With respect to claim 34, the Examiner essentially appears to be suggesting that the term "arbitrary" is unnecessary, and that the same concept can be conveyed with the existing claim language, viz.: "amounts of accumulated gaming machine credit." Claim 34 has been amended in accordance with the Examiner's recommendation to delete the term "arbitrary," and in addition to move the term "accumulated" to a different location in the sentence for grammatical purposes. It is respectfully submitted that this rejection is therefore moot.

The Claim Rejections

Claims 1-34 presently stand rejected under § 103(a) as allegedly obvious over U.S. Patent 5,871,398 (Schneier et al). The claims have been amended to clarify the subject matter being claimed, and this rejection is respectfully traversed thereby. Particular focus will be placed initially on the independent claims (i.e., claims 1, 6, 13, 19, 24, 27, 31, and 33), with further discussion thereafter relating to the dependent claims.

The pending claims are generally directed to validation of pay-out vouchers dispensed by on-line electronic gaming machines. A brief review of a typical embodiment as disclosed in the pending application may be helpful. According to one embodiment, a wireless, portable computer or similar pay-out verification device is carried by casino floor personnel. When a player terminates a gaming session, the on-line electronic gaming machine dispenses a pay-out voucher. The

pay-out voucher contains voucher identification information. Contemporaneously, the on-line electronic gaming machine transmits the same voucher identification information to a central computer, along with a voucher pay-out amount representing an accumulated credit amount payable to the player. The central computer creates a new record in a voucher database to store the voucher identification information and pay-out amount. The player receiving the pay-out voucher takes it to a casino floor person for validation. The casino floor person enters the voucher identification information into the wireless, portable computer or similar device. The voucher identification information is transmitted to the central computer, which has a wireless interface. The central computer looks up the voucher identification information in the voucher database, retrieves the pay-out amount, and, if the voucher has not been paid, sends an approval back to the wireless, portable computer optionally along with the pay-out amount. The approval and, if applicable, pay-out amount may be displayed for the casino floor person.

Schneier et al '398 describes a system that is fundamentally different than the subject matter of the instant claims. Schneier's system has nothing to do whatsoever with, e.g., assisting casino floor personnel in validating pay-out vouchers dispensed from on-line electronic gaming machines. Rather, Schneier provides a mechanism for allowing players to play games on handheld computer devices ("HTVs"), by generating game/outcome information at the central network and downloading that information to the HTVs.

In more detail, Schneier describes an off-line remote gaming (e.g., lottery) system, in which off-line gaming is enabled by downloading pre-defined results or game outcomes from a central management computer ("CMC") to one of the HTVs, with the player purchasing these games in advance. As stated in Schneier et al '398 at Col. 6:13-16:

"Thus, the player is essentially purchasing outcomes/game authorizations from the CMC 12. These are transferred to the HTV 20 and may be revealed through various games generated thereon."

The player then plays the games at his or her convenience on the HTV and, when finished, can redeem any winnings through a redemption transaction as described at Col. 16, line 26 et seq. Payout authorization is forwarded from the central management computer or CMC to an agent terminal ("AT", i.e., a "retailer" – see Col. 5:63-64 and Col. 6:5-7), whereupon the player can collect his or her winnings. Alternatively, the HTV can bypass the AT and communicate directly with the CMC through a base station network as illustrated in the embodiment of Fig. 13 of Schneier et al '398.

It is of particular note that the handheld computer device of Schneier et al '398 is used by the player for, e.g., playing various games. Also, Schneier's system is highly centralized. Outcomes/games are generated at the CMC, and then downloaded (i.e., pushed) to the HTV. The CMC has complete control over the contents of the information pushed to the HTV. For example, the CMC generates predetermined payoff information in the first instance, and pushes it to the HTV.

The claimed invention works in exactly the opposite fashion. On-line electronic gaming machines generate pay-out vouchers with pay-out amounts that are entirely arbitrary, selected at the whim of the player in a particular session. Because the electronic gaming machines are on-line, when they issue a pay-out voucher, they can also readily transmit the pay-out voucher information to the central computer. In the meantime, the pay-out voucher information is entered (e.g., manually or semi-manually) into a wireless, portable computer or similar device. This operation is in complete contrast to Schneier, in which the HTV is the "gaming machine" itself (and an off-line one at that). There is no "pay-out voucher" in Schneier's system which is output from an "on-line electronic gaming machine" on which a gaming session has been played, and then input into the HTV.

Moreover, in Schneier the wireless version of the HTV uses the wireless link to **take the place of** the printed receipt 30 which would otherwise be handed to the agent at an AT. (See Col. 16:26-60) Schneier does not describe a system which uses a pay-out voucher dispensed from an on-line gaming machine at the termination of a gaming session, the information from which is **then input** into a wireless portable computer of similar device and transmitted to a central computer in connection with a validation transaction.

The foregoing differences are reflected in the pending claim language. Claim 1, for example, relates to a method for validating gaming vouchers "dispensed from an on-line electronic gaming machine at the termination of a gaming session," wherein the voucher identification information and related pay-out amount are "automatically transmitt[ed] from the on-line electronic gaming machine, contemporaneously with dispensing the pay-out voucher ... to a central network computer through an on-line gaming system connection," the pay-out voucher identification information *then* being received at the "wireless, portable computer device" and "transmitted, over a wireless connection" to the central network computer in connection with a pay-out voucher validation request. This type of transaction is simply not contemplated in Schneier's system.

Likewise, claim 6 relates to a system for validating gaming pay-out vouchers "dispensed from an on-line electronic gaming machine," wherein a central computer is "configured to receive pay-out voucher identification information and a pay-out amount generated by the on-line electronic gaming machine when a pay-out voucher is dispensed to a player from the on-line electronic gaming machine at the termination of a gaming session," and wherein a wireless, portable computer device "receives through its data input interface voucher validation request information relating to pay-out vouchers dispensed from the on-line electronic gaming machines" and "transmits voucher validation requests to said central computer via its radio transceiver." Not only is Schneier's "gaming machine" off-line, but also, because Schneier's "gaming machine" and its "wireless" HTV are the same thing, it is impossible in Schneier for a pay-out voucher to be "dispensed by" an electronic gaming machine at the termination of a gaming session and then input to the "wireless, portable computer device" which "transmits" a voucher validation request.

Claim 19 relates to a system for validating gaming pay-out vouchers "dispensed from an electronic gaming machine," having a central computer "configured to receive pay-out voucher identification information and a pay-out amount generated and automatically conveyed by the on-line electronic gaming machine when a pay-out voucher is dispensed to a player from the on-line electronic gaming machine at the termination of a gaming session," and wherein the wireless, portable pay-out verification device "receives the pay-out voucher

validation request information relating to pay-out vouchers through its data input interface” and then “transmits pay-out voucher validation requests to said central computer via its radio transceiver.” Again, Schneier’s “gaming machine” and wireless device are one and the same – pay-out voucher information is not dispensed from an electronic gaming machine and then input into a “wireless, portable pay-out verification device” for the purpose of initiating a voucher validation request as recited in claim 19.

Claim 24 is directed to a system for validating pay-out vouchers “dispensed from on-line electronic gaming machines,” the system comprising a pay-out voucher database storing pay-out voucher information “and related pay-out amounts generated and automatically conveyed by a plurality of on-line electronic gaming machines when pay-out vouchers are dispensed at the termination of player gaming sessions, each of said pay-out vouchers representing an accumulated pay-out amount payable to the player,” and a plurality of wireless computer devices “configured to receive pay-out voucher identification information through its data input interface from pay-out vouchers dispensed by the on-line electronic gaming machines” and “to transmit pay-out voucher validation requests to said central computer via its wireless transceiver in response to receiving the pay-out voucher identification information through its data input interface.” For reasons similar to the previously discussed claims, these features are not disclosed in nor suggested by Schneier.

Claim 27 relates to a system for “facilitating real-time validation of pay-out vouchers dispensed from on-line electronic gaming machines so as to assist gaming floor personnel,” the system including a gaming machine interface via which “a plurality of on-line electronic gaming machines automatically convey voucher identification information and voucher pay-out amounts generated by the on-line electronic gaming machines when pay-out vouchers are dispensed therefrom at the termination of player gaming sessions,” and a plurality of “wireless portable computer devices” each comprising a “data input interface configured to receive manually or semi-manually entered pay-out voucher identification information based upon information present on the pay-out vouchers dispensed from the on-line electronic gaming machines” and a “wireless transceiver configured to ... transmit

pay-out voucher validation requests" to a central computer. For reasons similar to those discussed for the previous claims, it is respectfully submitted that these features are not disclosed in nor suggested by Schneier.

Claim 31 relates to a "method for validating gaming pay-out vouchers dispensed from an electronic gaming machine," and, as amended, includes the steps of "conducting a gaming session at an on-line electronic gaming machine; accumulating a credit amount from the gaming session at the on-line electronic gaming machine; receiving, at the on-line electronic gaming machine, an instruction from a player to issue a pay-out voucher; issuing a pay-out voucher from the on-line electronic gaming machine in response to receiving said instruction, the pay-out voucher comprising a unique voucher identifier and representing an accumulated credit amount payable to the player; contemporaneously with issuing the pay-out voucher, transmitting from the on-line electronic gaming machine voucher pay-out transaction information including the unique voucher identifier and a pay-out amount representing the accumulated credit amount to a central computer network via an on-line gaming interface," *then* "receiving by manual or semi-manual input said voucher identifier at a wireless, portable computer device," and *then* "transmitting, over a wireless connection, a voucher validation request from the wireless, portable computer device to a remote wireless interface ... connected to the central network computer." As before, these features are not shown in nor suggested by Schneier.

Claim 33 is directed to a system for "validating gaming pay-out vouchers dispensed from on-line electronic gaming machines used by players," the system comprising a "central computer programmed with a pay-out voucher verification program and configured to receive pay-out voucher identification information and a related pay-out amount generated and automatically conveyed by an on-line electronic gaming machine when a pay-out voucher is dispensed to a player from the on-line electronic gaming machine at the termination of a gaming session," and a "plurality of wireless computer devices ... configured for use by gaming establishment personnel, each ... comprising a data input interface configured to receive manually or semi-manually entered pay-out voucher identification information based upon information existing on the pay-out vouchers dispensed from the on-line electronic gaming machines" and a "wireless transceiver configured

to ... transmit voucher validation requests" to a central computer. For reasons similar to those discussed with respect to the previous claims, it is respectfully submitted that the features of claim 33 are not disclosed in nor suggested by Schneier.

Lastly, claim 13 is directed to a method even further afield from anything contemplated in Scheier. Claim 13 relates to a method "for on-line or off-line validation of gaming pay-out vouchers dispensed from an electronic gaming machine." According to the recitals of claim 13, a validation transaction in the context of a wireless voucher verification system can be completed regardless of whether a voucher record is available for verification. To this end, a "voucher database reconciliation record" is prepared for updating the voucher database at a later time. Schneier does not even recognize this problem, much less provide a solution. It is therefore respectfully submitted that claim 13 is novel and non-obvious over Schneier.

Thus, in sum, it is respectfully submitted that claims 1, 6, 13, 19, 21, 24, 27, 31, and 33 are each patentable and non-obvious over Schneier et al '398. The remainder of the claims are dependent upon any one of the foregoing independent claims, and should therefore be patentable as well.

#### Availability for Further Discussion

The Examiner is invited to contact the undersigned attorney should the Examiner have any questions about this paper, or wish to discuss this application further or conduct an interview.

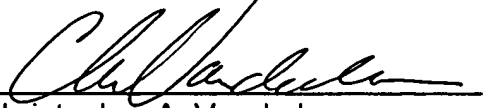
Request for Allowance

It is respectfully submitted that the present application is in condition for final allowance, and issuance of a Notice of Allowance is requested forthwith.

Respectfully submitted,  
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**MARKED-UP VERSION OF CLAIMS SHOWING AMENDMENTS  
BY UNDERLINING AND BRACKETS/BOLD**

1. (Twice Amended) A method for validating gaming vouchers dispensed from an on-line electronic gaming machine, comprising the steps of:

receiving pay-out voucher identification information at a wireless, portable computer device, said pay-out voucher identification information corresponding to a pay-out voucher dispensed from an on-line electronic gaming machine at the termination of a gaming session;

automatically transmitting from the on-line electronic gaming machine, contemporaneously with dispensing the pay-out voucher, said pay-out voucher identification information and a related pay-out amount to a central network computer through an on-line gaming system connection;

creating and storing a voucher record in a pay-out voucher database in response to said pay-out voucher identification information, and storing said pay-out amount in connection therewith;

transmitting, over a wireless connection, a pay-out voucher validation request from the wireless, portable computer device to a remote wireless interface, said remote wireless interface connected to **[a]** the central network computer;

conveying the pay-out voucher validation request from the remote wireless interface to the central network computer;

retrieving **[a]** the voucher record in **[a]** the pay-out voucher database based upon said pay-out voucher identification information;

confirming, based on payment information in said voucher record, that the corresponding pay-out voucher has not yet been paid;

updating said voucher record to indicate that the pay-out voucher has been paid;

transmitting, via said remote wireless interface, a voucher pay-out approval from said central network computer to **[a]** said wireless, portable computer device if said voucher record was found and not yet paid, or else a voucher pay-out disapproval if either said voucher record was not found or else the pay-out voucher was already paid; and

displaying an indication of said voucher pay-out approval or voucher pay-out disapproval on-screen at said wireless, portable computer device.

2. (Twice Amended) The method of claim 1, further comprising the steps of:

reading [a] the pay-out amount from said voucher record;

transmitting, along with said voucher pay-out approval indication, said pay-out amount from the central network computer to said wireless, portable computer device via said remote interface; and

displaying said pay-out amount at said wireless, portable computer device.

6. (Twice Amended) A system for validating gaming pay-out vouchers dispensed from an on-line electronic gaming machine, the system comprising:

a wireless, portable computer device, said wireless, portable computer device comprising a display, a data input interface, and a radio transceiver;

a remote wireless interface capable of communicating with said radio transceiver;

a central computer connected to said remote wireless interface and to an on-line gaming machine, said central computer programmed with a voucher verification program and configured to receive pay-out voucher identification information and a pay-out amount generated by the on-line electronic gaming machine when a pay-out voucher is dispensed to a player from the on-line electronic gaming machine at the termination of a gaming session; and

a pay-out voucher database connected to said central computer;

wherein said central computer generates and stores pay-out voucher records in said pay-out voucher database in response to receiving the pay-out voucher identification and pay-out amount from the on-line electronic gaming machine;

wherein said voucher verification program receives voucher validation requests electronically from said wireless, portable computer device via said remote wireless interface, confirms the existence of a corresponding voucher record in said pay-out voucher database, confirms by checking the voucher record that the pay-out voucher has not yet been paid, updates the voucher record, if unpaid, to reflect

that the pay-out voucher has been paid, and sends, via said wireless interface, a voucher pay-out approval indication to said wireless, portable computer device if the pay-out voucher was not yet paid, or else a voucher pay-out disapproval indication to said wireless, portable computer device; and

wherein said wireless, portable computer device receives through its data input interface voucher validation request information relating to pay-out vouchers dispensed from the on-line electronic gaming machines **[through its data input interface]**, transmits voucher validation requests to said central computer via its radio transceiver, and displays voucher pay-out approval and disapproval indications on its display in response to receiving them from said central computer.

8. (Amended) The system of claim 6, further comprising a gaming machine interface connected between said central computer and one or more electronic gaming machines including said on-line gaming machine, wherein **[an]** the electronic gaming **[machine transmits]** machines transmit pay-out voucher identification information and a pay-out amount to said central computer via said gaming machine interface each time a pay-out voucher is dispensed from the electronic gaming machine, and wherein said central computer creates and stores a voucher record in said pay-out voucher database in response to said pay-out voucher identification information and said pay-out amount.

13. (Twice Amended) A method for on-line or off-line validation of gaming pay-out vouchers dispensed from an electronic gaming machine, said method comprising the steps of:

receiving voucher identification information at a wireless, portable computer device, said voucher identification information corresponding to a pay-out voucher dispensed from an electronic gaming machine;

transmitting, over a wireless connection, a voucher validation request from the wireless, portable computer device to a remote wireless interface, said remote wireless interface connected to a central network computer;

conveying the voucher validation request from the remote wireless interface to the central network computer;

attempting to retrieve a voucher record in a voucher database based upon said voucher identification information;

confirming, if said voucher record was retrieved, that the corresponding pay-out voucher has not yet been paid based on payment information in said voucher record, and transmitting, via said remote wireless interface, a voucher pay-out approval from said central network computer to a said wireless, portable computer device if the pay-out voucher was not yet paid, or else a voucher pay-out disapproval if the pay-out voucher was already paid;

displaying, if said voucher record was retrieved, an indication of said voucher pay-out approval or voucher pay-out disapproval on-screen at said wireless, portable computer device;

transmitting, if said voucher record could not be retrieved, a voucher record unavailable indication from said central network computer, via said remote wireless interface, to said wireless, portable computer device;

receiving said voucher record unavailable indication at said wireless, portable computer device and, in response thereto, displaying an **[off-line]** error message;

receiving a voucher amount at said wireless, remote computer device after displaying said **[off-line]** error message;

transmitting said voucher amount and said voucher identification information, via said wireless interface, to said central network computer from said wireless, portable computer device; and

preparing a voucher database reconciliation record at said central network computer for updating said voucher database at a subsequent time to reflect that the pay-out voucher has been paid.

19. (Amended) A system for validating gaming pay-out vouchers dispensed from an electronic gaming machine, the system comprising:

a plurality of wireless, portable **[computer]** pay-out verification devices, each of said wireless, portable **[computer]** pay-out verification devices comprising a display, a data input interface, and a radio transceiver;

a remote wireless interface capable of communicating with the radio transceivers of said wireless, portable **[computer]** pay-out verification devices and distinguishing transmissions therefrom;

a central computer connected to said remote wireless interface, said central computer programmed with a pay-out voucher verification program and configured to receive pay-out voucher identification information and a pay-out amount generated and automatically conveyed by the on-line electronic gaming machine when a pay-out voucher is dispensed to a player from the on-line electronic gaming machine at the termination of a gaming session; and

a pay-out voucher database connected to said central computer;

wherein said central computer generates and stores pay-out voucher records in said pay-out voucher database in response to receiving the pay-out voucher identification and pay-out amount automatically conveyed by the on-line electronic gaming machine; and

wherein said voucher verification program receives pay-out voucher-validation requests electronically from said wireless, portable **[computer]** pay-out verification devices via said remote wireless interface, confirms the existence of a corresponding voucher record in said pay-out voucher database for each received pay-out voucher validation request, confirms from the pay-out voucher database that the pay-out voucher has not yet been paid, updates the voucher record, if unpaid, to reflect that the pay-out voucher has been paid, and sends, via said wireless interface, a voucher pay-out approval indication to the wireless, portable **[computer]** pay-out verification device originally sending the pay-out voucher validation request if the pay-out voucher was not yet paid, or else a voucher pay-out disapproval indication; and

wherein each wireless, portable **[computer]** pay-out verification device transmitting a pay-out voucher validation request receives the pay-out voucher validation request information relating to pay-out vouchers through its data input interface, transmits pay-out voucher validation requests to said central computer via its radio transceiver, and displays voucher pay-out approval and disapproval indications on its display in response to receiving them from said central computer.

21. (Twice Amended) The system of claim 19, further comprising a gaming machine interface connected between said central computer and one or more electronic gaming machines including said on-line electronic gaming machine, wherein an electronic gaming machine transmits pay-out voucher identification information and a related pay-out amount to said central computer via said gaming machine interface each time a pay-out voucher is dispensed from the electronic gaming machine, and wherein said central computer creates and stores a voucher record in said pay-out voucher database in response to said voucher identification information and the pay-out amount.

22. (Twice Amended) The system of claim 21, wherein said pay-out voucher identification information comprises a machine identifier and a time stamp indicating a time at which the pay-out voucher was initially dispensed.

23. (Amended) The system of claim 19, wherein each of said wireless, portable **[computer]** pay-out verification devices comprises a personal digital assistant.

24. (Amended) A system for validating pay-out vouchers dispensed from on-line electronic gaming machines, the system comprising:

a central computer;

a pay-out voucher database accessible to said central computer, storing pay-out voucher information **[from]** and related pay-out amounts generated and automatically conveyed by a plurality of on-line electronic gaming machines when pay-out vouchers are dispensed at the termination of player gaming sessions, each of said pay-out vouchers representing an accumulated pay-out amount payable to the player;

a plurality of wireless computer devices adapted for manual transport, each of said wireless computer devices comprising a display, a data input interface, and a wireless transceiver; and

a wireless interface communicatively coupled to said central computer, capable of communicating with the wireless transceivers of said wireless computer devices;

wherein said central computer receives pay-out voucher validation requests electronically from said wireless computer devices via said wireless interface, confirms by checking the pay-out voucher database that a given pay-out voucher has not yet been paid, and sends to the wireless computer device that sent the pay-out voucher validation request, via said wireless interface, either a voucher pay-out approval indication or else a voucher pay-out disapproval indication depending upon whether the pay-out voucher was previously paid; and

wherein each of said wireless computer devices is configured to receive pay-out voucher identification information through its data input interface from pay-out vouchers dispensed by the on-line electronic gaming machines, to transmit pay-out voucher validation requests to said central computer via its wireless transceiver in response to receiving the pay-out voucher identification information through its data input interface, and to display voucher pay-out approval and disapproval indications from the central computer on its display.

27. (Amended) A system for facilitating real-time validation of pay-out vouchers dispensed from on-line electronic gaming machines so as to assist gaming floor personnel, the system comprising:

a central computer;

a gaming machine interface via which a plurality of on-line electronic gaming machines automatically convey voucher identification information and voucher pay-out amounts generated by the on-line electronic gaming machines when pay-out vouchers are dispensed **[from the electronic gaming machines]** therefrom at the termination of player gaming sessions;

a pay-out voucher database accessible to said central computer for storing the voucher identification information and voucher pay-out amounts from the on-line electronic gaming machines;

a wireless interface communicatively coupled to said central computer; and

a plurality of wireless portable computer devices adapted for manual transport, each of said wireless portable computer devices comprising

a data input interface configured to receive manually or semi-manually entered pay-out voucher identification information based upon information present on the pay-out vouchers dispensed from the on-line electronic gaming machines;

a wireless transceiver configured to communicate with said central computer via said wireless interface and transmit pay-out voucher validation requests thereby, and to receive validation responses from the central computer, and

a display configured to display information pertaining to the validation responses received from the central computer.

28. (Amended) The system of claim 27, wherein said central computer receives the pay-out voucher validation requests electronically from said wireless portable computer devices via said wireless interface, confirms by checking the pay-out voucher database that a given pay-out voucher has not yet been paid, and sends to the wireless portable computer device that sent the pay-out voucher validation request, via said wireless interface, either a voucher pay-out approval indication or else a voucher pay-out disapproval indication depending upon whether the voucher was previously paid.

31. (Amended) A method for validating gaming pay-out vouchers dispensed from an electronic gaming machine, comprising the steps of:

conducting a gaming session at an on-line electronic gaming machine;

accumulating a credit amount from the gaming session at the on-line electronic gaming machine;

receiving, at the on-line electronic gaming machine, an instruction from a player to issue a pay-out voucher;

issuing a pay-out voucher from the on-line electronic gaming machine in response to receiving said instruction, the pay-out voucher comprising a unique



voucher identifier and representing an accumulated credit amount payable to the player;

contemporaneously with issuing the pay-out voucher, transmitting from the on-line electronic gaming machine voucher pay-out transaction information including the unique voucher identifier and a pay-out amount representing the accumulated credit amount to a central computer network via an on-line gaming interface;

receiving at [a] the central network computer, from [an] the on-line electronic gaming machine, voucher pay-out transaction information including [a] the unique voucher identifier and [a] the pay-out amount corresponding to a pay-out voucher dispensed from the on-line electronic gaming machine;

creating and storing a voucher record in a voucher database in response to said voucher pay-out transaction information;

receiving by manual or semi-manual input said voucher identifier at a wireless, portable computer device;

transmitting, over a wireless connection, a voucher validation request from the wireless, portable computer device to a remote wireless interface, said remote wireless interface connected to the central network computer;

conveying the voucher validation request from the remote wireless interface to the central network computer;

retrieving a voucher record in a voucher database in response to said voucher validation request;

confirming from the voucher record that the corresponding pay-out voucher has not yet been paid;

updating said voucher record to indicate that the pay-out voucher has been paid;

transmitting, via said remote wireless interface, a voucher pay-out approval from the central network computer to a said wireless, portable computer device if said voucher record was found and not yet paid, or else a voucher pay-out disapproval if either said voucher record was not found or if the pay-out voucher was already paid; and

displaying an indication of said voucher pay-out approval or voucher pay-out disapproval at said wireless, portable computer device.

33. (Amended) A system for validating gaming pay-out vouchers dispensed from on-line electronic gaming machines used by players, the system comprising:

a central computer programmed with a pay-out voucher verification program and configured to receive pay-out voucher identification information and a related pay-out amount generated and automatically conveyed by an on-line electronic gaming machine when a pay-out voucher is dispensed to a player from the on-line electronic gaming machine at the termination of a gaming session;

a pay-out voucher database comprising pay-out voucher records; and

a plurality of wireless computer devices adapted for manual transport and configured for use by gaming establishment personnel, each of said wireless computer devices comprising

a data input interface configured to receive manually or semi-manually entered pay-out voucher identification information based upon information existing on the pay-out vouchers dispensed from the on-line electronic gaming machines;

a wireless transceiver configured to communicate with said central computer via a remote wireless interface and transmit voucher validation requests thereby, and to receive validation responses from the central computer, and

a display configured to display information pertaining to the validation responses received from the central computer.

34. (Amended) The system of claim 33, wherein the pay-out vouchers are dispensed from the on-line electronic gaming machines at the termination of gaming sessions in response to player pay-out requests and reflect **[arbitrary]** amounts of **[accumulated]** gaming machine credit accumulated during the gaming sessions.